

Pages of Doom

An Adventure for the **MARVEL SUPER HEROES™ Adventure Game**
Designed especially for the Adventurers' Guild™ RPGA Program

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Narrator's Introduction

This adventure pits heroes against the most formidable nemesis in the Marvel Universe, Doctor Doom. In many ways, Doctor Doom is more dangerous than even celestial beings, and the Fantastic Four (and other heroes) have spent a lot of time foiling his many plans to conquer the world.

Use the Fantastic Four (Mr. Fantastic, Invisible Woman, Human Torch, and Thing) as the heroes for this adventure. If you have more than four players, add Agatha Harkness and then Crystal to the hero list. Agatha must accompany the heroes anyway, so include her if at all possible. You will find hero sheets for all six of these heroes at the end of this adventure.

The Musings of Doom

In the heart of Latveria sits the castle of Doctor Doom, a vast fortress protected by robots and filled with the technical marvels Doom has created over the years. From this place Victor von Doom looks out over his kingdom and plans the conquest of Earth. It is his destiny to rule, he knows, because only he is suited to guide the Earth and its people. Such is the mantle of Doom.

This is not a story of conquest, however, but of vengeance. So sit back and relax, true believers—or better yet, grab some Fate Cards and get ready to give your players the ride of their lives in the Mighty Marvel Manner.

From the time Doctor Doom learned the ways of magic, he has known of the dreaded Darkhold. This book, written in ages past by the elder god Chthon, leaves evil in its wake as it passes from owner to owner. Only those of the strongest will, steeped in mystic knowledge, can avoid the curses derived from reading a even single page of this tome. But Doctor Doom fears the work not, and plans now to acquire it for vengeful ends.

Doctor Doom's mother died when he was very young. Mephisto, a demonic lord of a hellish dimension, captured and tortured her spirit. For years Doom tried to rescue her without success. Finally, with the help of Doctor Strange, he freed his mother's spirit from Mephisto's foul grasp. But Doctor Doom still harbors a strong hatred of the demon lord and would love to destroy him utterly. He does not have the power now, but the Darkhold would give him that power.

Some time ago, Doctor Strange, Earth's Sorcerer Supreme, came into possession of the Darkhold and used it to destroy Dracula and all vampires in our dimension—at least temporarily. Afterward, he secured the book in his Sanctum Sanctorum. The alien sorcerer Urthona stole it briefly (or so Strange thought), but Agamotto the All-Seeing returned it to him. Strange has kept it ever since, secured in a magical sphere of

Nirvalon, which isolates its malevolent presence. If Doom has his way though, Strange might not have it for much longer.

During the Infinity Gauntlet crisis, Doctor Doom worked with Earth's heroes to stop Thanos. In that process, he spent some time in Strange's Sanctum, where he somehow learned of the Darkhold's presence. Unable to bypass the magical wards that guarded the book, he studied them briefly and filed the information away. Since Thanos's defeat, Doom has thought often on the Darkhold. Though he never devoted himself to breaching Doctor Strange's mansion, he nonetheless planned and bided his time. Now the time has come, thanks to his arch-nemesis, Reed Richards.

Doom's first step was to get Strange out of the way. He contacted Satannish, a demon lord like Mephisto, with his own infernal realm. Doom and Satannish have never worked together before, but Satannish and Mephisto are bitter enemies, and Doom enjoys using the enemies of his enemies to gain his own ends. In exchange for a favor to be named later, Satannish agreed to abduct Doctor Strange, imprison the Sorcerer Supreme somewhere in his own grisly dimension, and later release him—the precise condition of Strange on release was specified only as “alive.”

Scene One: Everything Right is Wong Again

Read or paraphrase the following to your heroes:

You are the Fantastic Four. Of Earth's heroes, you rank among the mightiest. Though the membership of your group has changed, the FF has always stood against the evils that beset our world from within and without.

This morning you stood in Mr. Fantastic's lab at Pier 4, looking over his new matter replicator. You're all pretty tired, because you were up late helping Reed get it in working condition last night. The latest in a long line of his astonishing inventions, the replicator can make a copy of any object. Such replicated objects match the physical specifications of the originals, but do not duplicate any special powers those have.

During breakfast you got a phone call from Agatha Harkness. Reed and Sue had hired Agatha to watch over their son, Franklin, when he was an infant. They knew she possessed supernatural powers when they hired her, and later found out she was also a powerful witch and a master

of magic as well. Agatha wouldn't explain anything over the phone except that she'd had a psychic dream focused on your old ally, Doctor Strange, Earth's Sorcerer Supreme. She wants you to meet her at Doctor Strange's brownstone mansion at 177A Bleeker Street in Greenwich Village.

When the heroes arrive, Agatha is waiting on the front steps of the mansion. If someone is playing her as a hero, tell that player that Agatha had horrible dreams the night before of Stephen Strange in agony, surrounded by flames. She woke this morning, and rushed to the good Doctor's brownstone to assure herself of his safety. When she arrived, the door was locked and no one answered. She immediately called the FF for help. Let that player convey the information to the FF. If no one is playing her, paraphrase the following information:

"Thank goodness you're here. I've knocked and rung the doorbell, but no one answers. After that horrible dream, I'm not surprised that Stephen isn't here, but Wong should answer! Something is terribly wrong, I can feel it."

The front door is indeed firmly locked. The heroes can crash through in concern (a *daunting Strength* action), or go around and try the back door. That entrance leads from a small, secluded garden to the kitchen. (However, the information on the interior of Dr. Strange's brownstone is presented in order from the front door. If the heroes do go around back or try to break a window, adjust the action as necessary.)

First Floor

Through the front door lies the foyer. It is in the central front of the house, and has four exits other than the front door. From left to right, those exits are: an archway leading to a well-appointed living room, a hall leading past the stairs to the kitchen, a set of stairs going up to the second floor, and a smaller archway leading to a drawing room. All of these rooms are furnished as befits a wealthy ex-doctor: tasteful but conservative in neutral tones.

From the living room, one can go left through a door into a small library, or right through a door into the dining room. There are no occult tomes in the library on this floor, only medical ones.

The dining room connects to the kitchen directly via a door. The hall from the foyer ends at the kitchen door. To the right of the kitchen door, at the end of the hallway, is a door to a bathroom. There are no other exits from the drawing room.

In the kitchen, stairs go down to the basement, which contains a storage room and laundry machines. Nothing pertinent to the adventure is in the basement, but if your heroes want to get stubborn stains out of their unstable molecules, this is the place.

After some searching, the heroes eventually find an unconscious Wong lying crumpled at the end of the hall, against the kitchen door.

Wong

It will take a little while to rouse Wong, as he has a nasty head wound. Upon awakening, he will be glad to see the heroes. He tells them that he was at the kitchen door talking with his master when a horde of demons appeared out of nowhere, grabbed Doctor Strange before he could react, and evidently returned to their own dimension. One of the demons hit Wong hard and knocked him out. He adds that he recognized the creatures as minions of Satannish. If necessary, he explains that Satannish is the demonic ruler of a hellish dimension.

If no one is playing Agatha, paraphrase the following for your heroes. Otherwise, give the information to Agatha's player directly:

"That explains it! That explains my dream! I remember now . . . I saw Stephen bound to a log, with thorny vines growing through his body. It was horrible! I can't understand how Satannish's minions could overcome him though . . . perhaps being outside the wards of this house made him vulnerable enough. No use guessing now. He needs our help!"

Wong adds his pleas for them to go to Satannish's realm and rescue his master. If they ask how they can get there, Wong says he knows of a spell in the Book of the Vishanti, which his master has upstairs. That spell allows the Orb of Agamotto to open a gateway to other dimensions. Someone knowledgeable in magic must cast the spell, and Agatha Harkness is capable of doing so. If she is a character, she immediately volunteers to do it; if she is a hero in play, let her player know that this is within her capability.

If Reed wants to use his own devices back at Pier 4 to go dimension-hopping, let him, but inform him through Agatha or Wong that Satannish's dimension is the size of a world itself. If they have to search for Dr. Strange, Satannish's minions will be attacking them the whole time they are there, leaving them in no condition to help Stephen. Agatha, however, can find Dr. Strange's exact location in Satannish's realm before entering by using the Orb of Agamotto. The Orb is upstairs in Strange's mansion. If someone is playing Agatha, give her player that information to reveal.

Wong: Strength 5X, Agility 6D, Intellect 6D, Willpower 7B, Edge 1, Health 17. Martial Arts [A], Occult [I], Meditation [W], Observation [W], Trance [W]. Calling: Guardian.

Scene Two: Upstairs at Doctor Strange's House

There are several wards between the ground floor and Doctor Strange's laboratory. If the heroes charge ahead of Wong, the wards will affect them. If the heroes follow Wong to the lab, then you can safely ignore the wards and go on to Scene Three.

Ward: The stairs from the ground floor are warded with a spell that summons Mists of Morpheus to make trespassers fall asleep. If the heroes have Wong with them, the ward will not activate. The Mists affect everyone in the foyer and on the stairs.

Resisting the spell requires a *challenging Willpower (Magic)* action opposing the Magic of the spell (15), for a total of 27. Agatha Harkness can try an *easy Magic (Magic)* action to negate the gas. Unaffected heroes can easily awaken sleeping heroes after the Mists disperse.

Second Floor

The second floor has four rooms. From left (above the living room) to right they are: Doctor Strange's bedroom, Doctor Strange's study, a guest bedroom, and Wong's bedroom. The staircase also continues up to the third floor. Wong's room is spartan, but the others are decorated in the same style as those on the floor below. There is nothing of value to the adventure on this floor, but the heroes don't have to know that right away.

Ward: Opening the door to Doctor Strange's bedroom releases a spell of illusion and mental assault. Ghostly figures with indistinct, yet horrible features appear from thin air. One more than the number of heroes appears and attacks. Their attacks look physical, but are Willpower-based, so heroes must use Willpower to resist them instead of Strength in hand-to-hand fighting. The figures can be harmed with mental or magical power attacks, force fields, and by Torch's and Crystal's energy attacks (+8 difficulty to hit with energy). When destroyed, the figures dissipate into thin air.

The ward does not activate if Wong is with the heroes, but Wong is reluctant to let the heroes into Doctor Strange's study or bedroom. He is reluctant to enter either room, and remains far enough back that the ward activates if any heroes charge in without him.

Ghostly Figures: Strength 1X, Agility 3X, Intelligence 2X, Willpower 8X, Edge 1, Health 17.

Invulnerability [S] (to all physical attacks except energy). Calling: Guardian.

Third Floor

Ward: The stairs from the second to the third floor are warded by a variant of the Crimson Bands of Cyttorak spell. When a hero reaches the middle of the flight of stairs, crimson energy bands emerge from the wall and wrap up all those on the stairs, pinning them to the walls. The bands completely encircle the victims, so punching through the walls won't help.

Releasing the bands requires an *easy Magic (Magic)* action against the intensity of the spell (15). They can also be broken with a *superhuman Strength* action. Reed can stretch, but the bands always whip out to keep him tangled. Sue can use force fields to push the bands away (a *desperate Force Field* action), but the bands continue to move, keeping her trapped. She can, however, create a bubble with herself inside, then move slowly through the bands as if she were inside a giant, invisible gerbil ball. Again, the ward does not activate if Wong is with the heroes.

Scene Three: Come Up to the Lab

The third floor has three rooms: the library, the meditation chamber, and the Sanctum Sanctorum. Each room has a ward, and the wards recognize Wong unless otherwise noted. (One hopes the heroes will have caught on to this by now.)

The Library

The library contains most of Doctor Strange's magical books, including the Book of Eibon, plus several talismans of power. The Wand of Watoomb **wards** this room and all the magical devices in it.

The ward triggers the Winds of Watoomb when any unrecognized person opens the door. The wind picks up everyone in the doorway and on the landing at the top of the stairs, whisking them back down into the stairwell. It is possible to resist the winds by Strength alone, but that requires a *desperate Strength (Magic)* action against the Wand's Magic intensity (28). Lower the difficulty to *average* if the characters do something clever, like punch a hole in a wall and grab onto the frame of the house, or block the door with the Thing.

It is also possible to use a combination of Agility and Strength to avoid being swept away. An *automatic Agility (Magic)* action against the Wand's intensity (28) allows a hero to grab the doorframe or some other part of the structure. Then it's an *average Strength* action against the Wand's intensity to hold on.

If any heroes wind up in the stairwell, the Crimson Bands of Cyttorak grab them again (See Scene Two). Attempts at struggling free are one difficulty level harder this time.

Once triggered, this ward fires every time an unrecognized person tries to get into the library, unless an *easy Magic (Magic)* action succeeds against the intensity of the Winds of Watoomb spell (24).

The Meditation Chamber

The meditation chamber holds the Book of the Vishanti and the Orb of Agamotto under the skylight. The book is **warded** by the Orb, which activates when any unrecognized person opens the door and projects the intruders into an astral space, from which they have one exchange to escape or be trapped until released. Portray the astral space as a place where gravity does not have meaning, with floating islands of ether in a sea of air. Not everyone will consider “up” to be the same direction, and confusion ensues. To escape, the heroes must use an appropriate movement action to reach the closing portal, or try something else you think might work. Make the action *daunting*, *desperate*, or *superhuman*, depending on the attempt. For instance, Reed could stretch across and try to hold the portal open, or Sue could fill the space with a force field until everyone is reoriented and ready to leave. Trapped heroes must await rescue by Wong a few exchanges later.

The Sanctum Room

The sanctum room contains the Darkhold and other books. Doctor Strange once used it for study and experimentation—it was a place where he could cast his astral form adrift while his body remained safe. Wong explains that when Doctor Strange stored the Darkhold there, he sealed the room and does not enter it anymore. This room is sealed with a spell that won’t allow the door to open for anyone but Doctor Strange himself or Wong. No one else can enter the room without a tremendous magical backlash. The Darkhold is such a menace that the Sorcerer Supreme takes no chances. Wong tells the heroes that despite the dangers, he fears the Darkhold may be the only thing with the power to free the master mystic.

Scene Four: Crossing Over

In this scene, the heroes use the Orb of Agamotto to go to the dimension of Satannish and rescue Doctor Strange. Wong shows them the spell in the Greater Book of the Vishanti (which is in the meditation chamber), and Agatha Harkness must read it. She can also use her Magic power to scry with the Orb and find the Sorcerer Supreme, but she must overcome the Orb’s reluctance to be used (the Orb has intensity 25 Magic). If she discovers Doctor Strange’s exact location in Satannish’s realm, the heroes see a scene much like what she described in her dream.

Let your heroes discuss it as long as they wish. If someone is playing Agatha, tell that player that Agatha knows she must get the Darkhold to Dr. Strange so that he can free himself. If no one is playing Agatha, roleplay her impassioned pleas for the FF’s aid in that endeavor. It’s very dangerous, and she’s concerned about taking it from behind its wards, but she sees no choice. She also needs the FF’s abilities to hold off Satannish’s minions while she gets the book to the Doctor.

Getting the Darkhold:

The Darkhold is carefully warded. Getting into the Sanctum is the easiest part—for Wong. The heroes have to figure out a way. Wong cannot find the Darkhold (see below).

Once inside the Sanctum, the heroes have to find the Darkhold and get Agatha in contact with it. As usual, if no one is playing Agatha, paraphrase the following for the heroes. Otherwise, let Agatha’s player pass along the warning:

“Even standing within this room, I cannot discern where the Darkhold lies. We must search the room, but have a care! Stephen used powerful magic when he set up the wards around the book. As powerful as you are, even you could be killed by them if you are careless.”

The Nirvalon sphere and the Darkhold are in the center of the Sanctum, surrounded by wards. The wards around the Darkhold are arranged in concentric circles, each progressively more dangerous than the last. The wards are not visible to the naked eye, but Agatha can use her Magic to locate and identify them. Agatha can also use her Magic to remove them, but it’s a *superhuman Magic (Magic)* action against the wards’ Magic intensity (16, unless otherwise specified), and she must do make a separate action for each ward.

The wards serve multiple purposes. First, they fend off those of evil intent. That function doesn’t concern us, because Agatha and the FF certainly aren’t evil! Second, they fend off unskilled thieves, since plenty of easily duped lummoxes exist in the Marvel Universe, and some of those could muscle through Strange’s more physical wards. Thus, the second ward makes it nearly impossible to find the Nirvalon sphere within which the Darkhold rests. Rather than resort to invisibility, Doctor Strange made it . . . hard to find. If one of the heroes watches the others search for the Darkhold, have the watcher make a *challenging Intellect* action. Successful watchers notice that everyone seems to avoid the center of the room, unconsciously detouring around the center. Once someone points this out, everyone who looks will

notice that fact. But just because they notice it doesn't mean they can walk to the center.

In fact, it's an *impossible Willpower* action to walk through the center. Those who try and fail find themselves on the other side of the room, convinced that they walked through the center, even if observers tell them otherwise. If someone directs another hero there blindly, or throws something into the center of the room, the inner wards immediately activate.

The inner wards can take care of anyone smart enough to figure out the spatial problems of the previous ward—including sorcerers and other powerful beings. The first inner ward is a cylinder of heat that stretches from floor to ceiling. (Treat this as if it were Fire Control 28 [Heat Sphere]). It's invisible, so the only sign of its presence is sudden severe burns! Finally, if anyone makes it through the heat (both the Human Torch and the Thing probably can), then the final ward activates: a lightning discharge (Electrical Control 28) that affects everyone trying to cross the heat cylinder.

Circumventing the Wards

Any number of strategies could penetrate the wards. The first is brute force. It's possible that the Thing and/or the Human Torch could use their tremendous resistances to energy damage and just force their way through the wards. Before your heroes try, have Mr. Fantastic make a *daunting Intellect* action. If he succeeds, remind him that even if they manage to get through twice (once on the way in and once on the way out), they'll be in no shape to fight Satannish's minions afterward.

The second way uses Intellect. Doctor Strange's wards are tough, but they can be overcome with a little thought—something for which Mr. Fantastic is well equipped! If the Invisible Woman makes the heat ward visible (a *challenging Invisibility (Magic)* action against Magic16), this breaks the ward that makes it hard to find the center of the room. A *superhuman Intellect* action can then reveal that the cylinder doesn't quite reach either the floor or the ceiling. The gap between is about as thick as a sheet of paper. If anyone tries to slip under it (say, someone stretchy), that hero must make a *challenging Agility* action to avoid touching the wall of heat. If he or she is successful, then the final ward doesn't activate!

A savvy player may suggest that the Invisible Woman could use Force Field (Entrapment) to just grab the book. Let that player try. After all, Doctor Strange foresaw remote attempts to grab the book with telekinesis or force fields. A *daunting Force Field (Magic)* action against each ward's strength will free the book. But the Invisible Woman must pass each ward separately.

A better solution might be trying to protect Agatha until she can reach the book. Agatha could stop between wards (there is just enough room to stand) for a few exchanges and let Sue recover some cards.

No matter what, read up on and plan to use the Pushing to the Limit rules on page 23 of the Game Book.

The Darkhold is held in a sphere of Nirvalon—a mystic containment spell that glows around it. This prevents the book's powers from wreaking havoc and blocks it from magical detection. This is why no one has found it here. If no one is playing Agatha, paraphrase the following; otherwise let the player tell it:

“Only the Nirvalon sphere limits the emanations of the book and allows us to handle it safely. Whatever happens, remember that you must not touch the Darkhold directly, lest dread Chthon make you his servant! A single page in this book removed every vampire from Earth when the spell upon it was invoked. The rituals inside are immensely powerful, and could do endless damage in the wrong hands. An evil person could use this book to create Hell on Earth—literally. I know of only two people who could reverse such terrible consequences. One is Stephen, and the other is your child Franklin. I don't want to bring the little dear into such danger, and we all know how much trouble Stephen is in, so please be careful!”

If someone remembers Reed's matter replicator at this point, the heroes may want to make a copy of the book. They will need the original to free Doctor Strange, but they're welcome to make a decoy or twelve just in case.

Chances are that the heroes aren't at their full hand sizes at this point (because of ward damage or Pushing). If they use the replicator, reward them by allowing them to draw back to their normal hand sizes. If they just rest in the mansion, perform an aura reading for every five minutes that they rest. On a positive reading, let them each draw a single card. Every five minutes they have a similar chance, until they're back at maximum. On a negative reading, Agatha loses patience and reminds them how much pain Doctor Strange is in. On a neutral reading, nothing happens.

Scene Five: Journey to Satannish's Realm

When the gate spell is read from the Book of Vishanti, the Orb rises from its case and glows bright white. A

rift opens in space between the Orb and the heroes. If someone is playing Agatha, have that player make a *daunting Magic* action to cast the gate spell successfully. If no one is playing Agatha, feel free to flip over the top card of the deck, study it carefully, and then discard it (just to worry your heroes). They can't see through the portal to the other side, but they don't really have the option of not going.

This scene gets a little complicated. Satannish has a trap set for the FF. If they overcome the trap, there's a fight with Satannish's minions. Then, Doctor Doom shows up and tries to talk the FF out of the book. Somewhere amidst all that, someone has to get the book close enough to Dr. Strange so he can use it to free himself.

Into the Breach

When they emerge from the rift in space, the heroes find themselves in the hellish domain of Satannish. Describe this place as you would picture hell. It is stiflingly hot. Lava flows break up the uneven, rocky ground. Fire bursts randomly from crevices in the rock, and the whole place has an eerie red backlighting. The uneven terrain makes ground movement difficult. Nearby, Doctor Strange is chained to a log, being tortured by several demons who are taking turns with whips and scourges. Try your best demonic cackle or giggle here, because demons think that kind of stuff is big fun. Doctor Strange is face up on the log and thick, thorny vines grow up from it through Strange's body, causing him enormous amounts of pain. The vines also keep their host alive to prolong the agony. The look on Strange's face is one of immense pain matched by grim determination. The heroes are in firing range of Doctor Strange, but as they move, Satannish springs his wicked trap!

Satannish's Trap

A holding bubble (Paralysis 20) surrounds the area where Satannish's minions torment Doctor Strange. Everyone approaching the log is caught. Give the heroes a single exchange to overcome the field. If they do, skip down to **Break Free!** below. If they do not, both Satannish and Doctor Doom appear. Doom wears some kind of harness over his regular armor. If Reed asks, tell him that it appears to be some kind of dimension-traveling device.

Satannish greedily plucks the Darkhold from the frozen hands of whoever was carrying it. He waves a clawed hand at Dr. Strange, and the scene shifts to reveal that the person they thought was Doctor Strange was actually another minion of Satannish. The real Doctor Strange shimmers into view nearby, bound to the log as in Agatha's dream. All the minions of Satannish then start tormenting the heroes.

Let the heroes rant at Doom if they wish. Laugh at them mockingly, and say in your best Doctor Doom voice:

"Fools! Your meaningless prattle only reveals your ignorance!"

Doom takes the Darkhold from Satannish and caresses the Nirvalon sphere surrounding it.

"Once again we see, Richards, that your vaunted intelligence is no match for Doom! It was I who sent the vision of Strange's torture to Agatha Harkness. Manipulating you was mere child's play. I thank you for doing my work for me! Tell me, were Strange's defenses terribly painful?"

Laugh mockingly again.

"Of course they were! You predictably went to Strange's mansion, fought through his defenses, and then brought my prize to me. Now I have the Darkhold, and Satannish has you! After I deal with Mephisto, this book will be my tool for bringing the world under the iron fist of Doom! While I mold the world into its proper shape, you'll be here, helpless."

Doom then gives a triumphant "Hah!" and departs for Earth.

All is not lost if the heroes are paralyzed and Doom has the Darkhold. Now that Satannish's minions are tormenting the heroes, Doctor Strange can concentrate long enough to free himself. Use an aura reading to determine when this happens. On a positive aura, he frees himself, though he is not fully functional. Nevertheless, he comes to the heroes' aid, banishing the Paralysis effect. Satannish orders his minions to attack (see **Clobbering Time!** below), and after a brief fight, Strange opens a portal back to his brownstone through which everyone can escape. On a neutral reading, describe some psychological torment performed by the minions (for instance, they might suddenly be starving while the minions eat a delicious Earth dinner just out of reach). On a negative reading, each hero loses a card because of some physical torment.

Be creative, but not too graphic in the tortures you inflict upon the heroes. Let them spend cards fighting whatever tortures you inflict, but don't spend too much time with it. Soon enough, Strange will free himself.

Satannish the Supreme: Strength 18X, Agility 5X, Intellect 11D, Willpower 18D, Edge 3, Health 30.

Occult [I]; Manipulation [W]. Body Armor [S] +5, Claws [S] +2, Horns [S] +3, Immortality [S], Invulnerability [S] (to Disease and Poison), Life Support [S] 15, Magic [W] 18 (can duplicate any power), Teeth [S] +2. Calling: Greed (collecting souls).

Satannish, known as the Supreme, is one of many powerful, extra-dimensional beings known as “demons.” He rules a netherworld dimension often called “hell,” although it is actually one of numerous hellish dimensions in the Marvel Multiverse, not the actual Christian Hell. Satannish’s hell is filled with hordes of lesser demons who obey his commands, and the demon lord can manipulate his dimensional domain at will using his Magic.

Like many powerful demons, Satannish collects living souls, particularly those of intelligent creatures. He has been known to bargain with mortals, offering them power in return for their souls after death. Satannish follows his own particular code of honor. He will abide to the letter of any agreement he makes, but will seek to find loopholes he can exploit. Satannish also accepts the sacrifices of souls offered to him by his various earthly followers, like “the Sons of Satannish” cult. Magicians call on Satannish in spells; in fact, even Dr. Strange has been known to do so.

In addition to his natural demonic abilities, Satannish commands powerful magic, allowing him to duplicate the effects of virtually any power in the game at will. Some of Satannish’s most common manifestations of this power include: Corrosion (vomiting forth noxious green slime), Dimensional Travel (to move between his home and Earth), Energy Blast (in the form of “dark lightning”), Ensnarement (“ribbons of nihility”), Fire Control (usually projected from one of his mouths) and Size Alteration (to become a towering giant). Like Mephisto, Satannish has one apparent limit to his Magic: He cannot read the mind of a sentient being or control another being without that individual’s previous permission.

With his magical powers, Satannish can appear in any form he wishes. His most common forms include a humanoid made out of fire and a green-skinned, demonic humanoid with horns, fangs, claws and a second face on his chest (complete with fanged maw). His true form (if he has one) remains unknown.

Break Free!

If the heroes overcame the Paralysis, Satannish appears. He says:

“Come now, Doctor Strange means nothing to me. I will gladly free him if you but give me the Darkhold.”

If the heroes thought to make a fake copy with Reed’s matter replicator and they give it up, Satannish frees

Doctor Strange. The scene shifts to reveal that the person they thought was Doctor Strange was actually another minion of Satannish. The real Doctor Strange shimmers into view nearby, bound to the log as in Agatha’s dream. Satannish almost immediately discovers their deception and orders his minions to attack (see **Clobbering Time!** below).

If the heroes give up the real book, Satannish laughs triumphantly. (Do your best triumphant laugh until the players start to shift in their seats.) The scene shifts to reveal that the person they thought was Doctor Strange was actually another minion of Satannish. The real Doctor Strange shimmers into view nearby, bound to the log as in Agatha’s dream. Satannish orders his minions to attack (see **Clobbering Time!** below). During the fight, Doctor Doom arrives, wearing some kind of harness over his regular armor (Reed can automatically deduce that it’s some kind of dimension-traveling device). Laugh mockingly at the heroes, then tell them that Doom politely takes the Darkhold from Satannish, and departs.

If the heroes refuse to give up the book, then Satannish orders his minions to attack!

Clobbering Time!

The horde of minions is endless. The battle starts with six of them, but two more arrive every exchange. Use dramatic events that favor the villains to maximum effect, as they’re on their home turf. Feel free to use the Pile-on rules too.

Minions of Satannish: Strength 5X, Agility 3X, Intellect 2X, Willpower 4X, Edge 1, Health 17. Calling: Demolisher.

Doctor Doom Makes His Bid

If the heroes haven’t given up the book after receiving a goodly amount of damage, Doctor Doom appears, wearing that same dimension travel harness over his regular armor. He says:

“Quickly! Give me the Darkhold! I have the will and the knowledge to save us all with it!”

If the heroes try to deal with Doom, Satannish immediately interrupts saying:

“Hold!”

His minions stop fighting instantly, and he continues:

“Will you trust this villain Doom? I will give you another chance. NO more tricks

this time. Give me the Darkhold, and not only will I hold back my minions while you escape, but I will free Earth's Sorcerer Supreme to go with you."

There's hardly a lesser of two evils to choose here. If the heroes outright refuse to give up the Darkhold, the minions resume their attack, and more continue to appear each exchange, as before. Anyone can make a *daunting Intellect* action during combat to note that the minions don't attack Doctor Doom. If the heroes just fight and fight, eventually the minions will wear them down. After a while, give still-conscious heroes a *challenging Intellect* action for a clue about a better way to proceed. If someone makes it, skip down to "Stay on Target . . ."

Satannish Gets the Darkhold

If the heroes give the book to Satannish, he rips Strange from the log (nearly killing him in the process), then teleports the FF, Agatha, and Strange back outside the sorcerer's mansion. While Satannish is doing that, Doom takes the Darkhold and slips away. Skip ahead to Scene Six.

[h3]Doom Gets the Darkhold

If the heroes give the book to Doom, he opens it and casts a spell, immobilizing Satannish. Then he sends the FF, Agatha, and Doctor Strange back to the sorcerer's mansion—with Doctor Strange still bound to the log! Laugh mockingly at the heroes, as Doom says:

"Once again we see, Richards, your alleged 'genius' is no match for Doom! It was I who sent the vision to Agatha Harkness. Something so simple, and you were all so predictable. You did my work for me, fools! Tell me, were the wards terribly painful?"

Laugh mockingly again.

"Of course they were! That's why I duped you into dealing with them. Now I have the Darkhold. After I deal with Mephisto, this book will be my tool for bringing the world under the iron fist of Doom! Wait there, Richards. Soon I will return and show you the true meaning of power!"

With a loud, triumphant "Hah!" Doom departs for Latveria. If anyone demands that Doom free Doctor Strange from the log, he refuses and instead says,

"Bah! Doom is a man of his word. Never did I give my word that I would free Strange from his bonds."

Pulling the vines straight out of Strange's body inflicts intensity 14 damage on the good Doctor for each one removed. There are four vines growing through the master mystic, so the direct method will kill him. The heroes should figure this out when they pull out the first vine and Strange starts to bleed profusely. Gentler ways to remove the vines include:

- careful burning, a process which inflicts only intensity 4 damage per vine. Burning the vines this way is a *superhuman Fire Control* action.
- Shaping a force field around each vine within Strange's body. This prevents the thorns from tearing his flesh on removal. This does intensity 3 damage per vine and is a *daunting Force Field* action.
- magical counteraction of some sort that Agatha Harkness can dream up.

[h2]Stay On Target...

If anyone tries to slip through the swarm of minions and take the Darkhold to Doctor Strange, he or she must make a *challenging Agility (Agility)* action against the minions. Once the Darkhold is close enough, Doctor Strange mutters a few arcane words and the Nirvalon sphere vanishes.

Everyone sees this happen. The demons immediately freeze where they are and look wide-eyed at Doctor Strange. Before they can recover, he takes the book and uses it to free himself. He is immediately fully functional and comes to the heroes' aid. He can open a portal back to his brownstone and hold off the minions while everyone escapes. Then he will go through the portal, carrying the Darkhold, and close it behind him. The narrator should do an aura reading here. If it's negative, a minion of Satannish pursued them through the portal, and they must fight it in Dr. Strange's house. (Note to the Narrator: Don't suggest the option of giving Strange the book to your heroes unless half or more of them are unconscious and things look grim.)

The FF Fall, Without Surrendering the Darkhold

If the heroes fall without freeing Doctor Strange, then Doctor Doom takes the Darkhold and leaves everyone to Satannish, who unceremoniously deposits them back at Strange's mansion after a bit of torture.

Doctor Strange, How Do You Feel about This?

Once Satannish's minions target the heroes instead of Doctor Strange, he can concentrate long enough to free himself. Use an aura reading to determine when this

happens. On a positive aura, he frees himself, but is not immediately functional. Nevertheless, he comes to the heroes' aid. Strange can open a portal back to his brownstone and hold off the minions while everyone escapes. Doctor Strange refuses to leave the dimension while the Darkhold is in the hands of Satannish. If Doom has the book, Doctor Strange will pursue him, regardless of his own condition.

Scene Six: Wrap-up

The effects on Marvel Earth, and indeed the Marvel Cosmos, depend greatly on how the heroes perform in this adventure. If they stop Doctor Doom from obtaining the Darkhold, all is well. Doctor Strange thanks the heroes for their help and returns the Darkhold to its wards. It will remain safe there until someone else makes an attempt. Doctor Doom will claim diplomatic immunity if captured and walk haughtily to the Latverian Embassy, unopposed by the authorities. He may try for the Darkhold again in the future, but he knows that the protections on the book will all change.

If the heroes fail to stop Doctor Doom, he takes the Darkhold back to Latveria. From there he studies it to learn how to remove the Nirvalon sphere. Once that is done, he tries to learn the spells necessary to destroy Mephisto. This study takes some time, and the results are the stuff of future adventures. The Fantastic Four cannot reclaim the book at this time, as they would be breaking the law to invade Latveria. Doctor Strange devotes all his efforts to recovering the book before Doctor Doom is totally overcome by Chthon.

If Satannish winds up with the Darkhold, then Doctor Strange moves Heaven and Earth to recover it as soon as possible. He calls on every ally, including the Avengers and the Fantastic Four, to aid his mission. This is the stuff of which crossovers are made.

If Satannish ends up with no Darkhold, no FF, and no Strange, then he keeps Doom instead (Doom, of course, escapes later... but that's another tale).

In future adventures, the characters could find themselves caught up once again in Doctor Doom's machinations as he tries to destroy Mephisto, and possibly the Earth in the bargain. Attacking a being as powerful as Mephisto is not something done lightly, but Doom has the utmost confidence in himself. The plot twists could involve Satannish again, particularly the unspecified things that Doom promised in return for the abduction of Doctor Strange. Certainly Doctor Strange would be pulled into such an adventure, and the Fantastic Four could have to save Earth once again.

The End

3X Strength Intellect 12A

3 Edge * Hand Size 5(30)

4X Agility Willpower 8X

MISTER FANTASTIC (REED RICHARDS)

SKILLS

Scientific Genius (Astronomy, Biochemistry, Biology, Chemistry, Computers, Dimensional Geography, Electronics, Genetics, Mechanics, Physics, Radiology, Robotics, Spacecraft, Super-Physiology, Weapons Systems, Time Machinery) (All skills: I)

POWERS

Elongation (A) 15

Seven League Strides, Telescopic Attack

Plasticity (A) 15

Bouncing, Disguise, Ensnarement (Instant Freedom, Multiple Targets, Resistance to Ensnarement),* Kite Flight, Liquidity, Lock Picking*, Net, Slingshot*

CALLING: Explorer

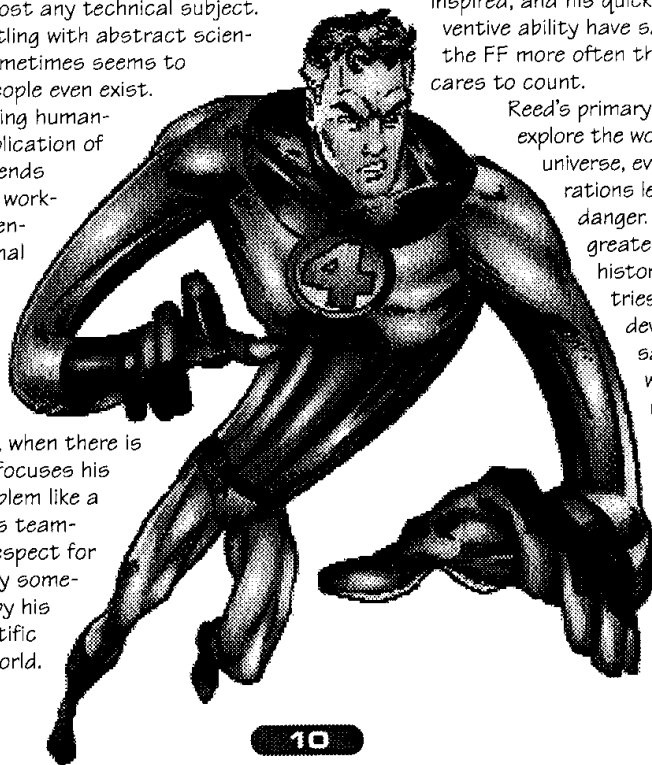
PERSONALITY: Reed Richards is an intellectual in the purest sense—inquisitive, inventive, and knowledgeable on almost any technical subject. Happiest when wrestling with abstract scientific problems, he sometimes seems to forget that other people even exist. Dedicated to bettering humanity's lot through application of science, he often spends long hours in his lab working on his latest invention, to the occasional frustration of his wife Sue. To most, Reed seems kind and knowledgeable, but somewhat stuffy and often distracted. However, when there is danger at hand, he focuses his brilliance on the problem like a laser beam. All of his teammates have great respect for their leader, but they sometimes get annoyed by his overly dry and scientific way of viewing the world.

HISTORY

As a student at State University, Reed Richards met two people who would change the course of his life. He encountered Victor von Doom, an equally brilliant but far more arrogant student. (Driven by jealousy, Doom would later become Reed's greatest nemesis.) Here Reed also met Ben Grimm, a football star and pilot who became his roommate and closest friend—and, when he later flew Reed's prototype spaceship, the Thing.

The ill-fated test flight of that ship granted Reed the power to stretch his body into amazing shapes, which quickly earned him the nickname "Stretcho." But although his powers offer him some distinct advantages in a combat situation, Reed's greatest contribution to the FF is his amazing mind. He provides leadership for the Fantastic Four that is nothing short of inspired, and his quick thinking and inventive ability have saved the day for the FF more often than anyone cares to count.

Reed's primary drive is to explore the wonders of the universe, even if such explorations lead him into danger. One of the greatest inventors in history, he always tries to develop new devices, tools, and safeguards that will benefit humanity. Aside from this fascination with science, the most important things in Reed's life are his family and friends.



10

4X Strength Intellect 6D

3 Edge * Hand Size 5(30)

6X Agility Willpower 10C

INVISIBLE WOMAN (SUSAN STORM RICHARDS)

SKILLS

Energy Control (I); Leadership (W), Performing (W)

POWERS

Force Field (I) 15

Energy Bottle, Entrapment, Expanded Field, Forceflight, Force Bolt, Force Bubble, Force Cushion, Force Shapes*, Force Ram*, Remote Field, Scatter Blast*, Shield from Energy, Suffocation

Invisibility (I) 8

Invisibility Field, Invisibility to Machines, Remote Invisibility, Remove Invisibility



CALLING: Guardian (of her family)

PERSONALITY: Susan Storm Richards is the heart of the Fantastic Four—the force that keeps the group together. Certainly she shares close family bonds with Mr. Fantastic (her husband) and the Human Torch (her brother). But the Thing, though not related to Sue, also has great respect and fondness for her. None of the three men would ever discount her opinion, advice, or feelings—and well they shouldn't, for she contributes wisdom and insight that the rest of her team lacks. Over the years, Sue has grown from an idealistic girl into the epitome of heroic womanhood. Calm, wise, and practical, she is a capable fighter and leader for the team. She is also compassionate, motherly, and highly protective of her family (especially her son). But Sue has a ruthless side that can manifest itself when friends or family are injured.

HISTORY

Susan Storm and her brother Johnny insisted on accompanying Sue's fiancé, Reed Richards, and pilot Ben Grimm on a dangerous space voyage. Intense cosmic radiation bombarded the ship, causing the four explorers to develop superpowers. Sue gained the ability to turn invisible, and later she learned to use these powers to create force fields as well. Taking the name the Invisible Girl (eventually updating it to the Invisible Woman), she joined the other three in protecting Earth as the Fantastic Four.

Though she has shared a mutual attraction with Prince Namor, the Sub-Mariner, Sue later married Reed Richards. The two now have a son, Franklin, whose vast emerging mental powers are a source of constant concern. Susan Richards is intensely loyal to her family, particularly her son Franklin. Anyone who threatens her family or friends has best be ready for the formidable wrath of the Invisible Woman.

4X Strength Intellect 5D

2 Edge * Hand Size 4(25)

8B Agility Willpower 6X

HUMAN TORCH (JOHNNY STORM)

SKILLS

Aerial Combat (A), Driving (A), Repair (A); Energy Control (I)

POWERS

Energy Sheath (A) 10

Flight, Partial Sheath*

Fire Control (I) 18

Absorption, Blinding Blast*, Body Doubles*, Fireball, Fire Missiles, Fire Restraints, Fire Shield, Flame Shapes, Flame Whip*, Heat Control, Heat Sphere, Nova Flame, Remove Heat,* Updraft

Resistance (S) +8 to Fire

*Unique Stunt, defined on next page

EQUIPMENT

Atmo-Web (I)

Allows Johnny to use his powers in a vacuum

CALLING: Gloryhound

HINDRANCE: Triggered-Powerless (0 intensity when hit by water, wind, or cold of 10+ intensity, or when no oxygen is present)

PERSONALITY: Usually the first to dive into battle or try to right wrongs, Johnny Storm is the adventuresome spirit of the Fantastic Four. His brash and impulsive nature has earned him the nickname "Hothead." Always seeking to be the center of attention, he is known for flashy maneuvers in combat and his well-known battle cry, "Flame on!" Despite his many romantic setbacks over the years, Johnny believes in true love, and he pursues that goal with considerable zeal.

HISTORY

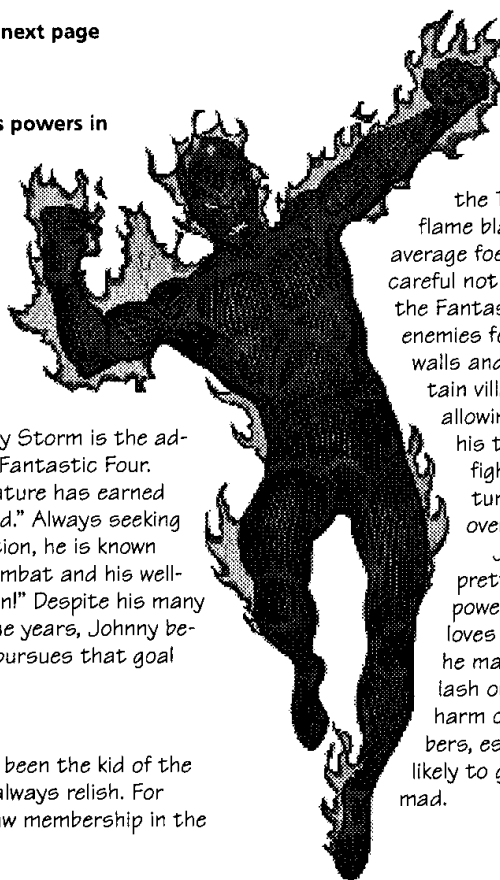
Johnny Storm has always been the kid of the group—a role he doesn't always relish. For much of his life, Johnny saw membership in the

Fantastic Four as a great big adventure. As he matured, however, a series of tragic events made him considerably more responsible. The apparent demise of Reed Richards, plus several of his own brushes with death, brought Johnny to the realization that he's in a serious business with serious consequences. Even his marriage to Alicia Masters turned out to be a carefully executed Skrull plot to infiltrate the FF. But although he's a bit more careful of his actions these days, that doesn't mean he's always dour and stern;

Johnny still retains his fun-loving side as well.

When fighting alongside his teammates, Johnny is one of the team's two power hitters (the other being the Thing). The Human Torch's flame blasts can take out most average foes (although he's usually careful not to kill anyone), and even the Fantastic Four's most powerful enemies fear his Nova Flame. Fire walls and flame cages help contain villains who try to escape, allowing time for Johnny and his teammates to wrap up fights, save innocents, and turn captured miscreants over to the authorities.

Johnny normally has pretty good control over his powers, but if someone he loves is threatened or killed, he may lose his temper and lash out. Anyone who dares to harm one of the other FF members, especially his sister Sue, is likely to get the Torch flaming mad.



18B Strength Intellect 6D

3 Edge * Hand Size 5(30)

6C Agility Willpower 8D

THE THING (BEN GRIMM)

SKILLS

Hyper-Breath (S), Sonic Slam (S), Wrestling(S); Piloting (A), Repair (Aircraft) (A); Aeronautics (I); Leadership (W)

POWERS

Body Armor (S) +4
Resistance (S) +4 to all Energy attacks

CALLING: Responsibility of Power

HINDRANCE: Monstrous

PERSONALITY: Ben Grimm, otherwise known as "Rocky" or, in his own words, "the ever-lovin' blue-eyed Thing," is quite literally the strong right arm of the Fantastic Four. Gruff, abrupt, cynical, and always ready to pound criminals into the ground, The Thing is nevertheless kind, protective, and even downright softhearted when it comes to his friends. Truth be told, given the Thing's incredible strength and toughness, it often doesn't take more than a couple of his punches to knock out the bad guys. In fact, he relishes fighting so much that his battle cry ("It's Clobberin' Time!") is known throughout the world.

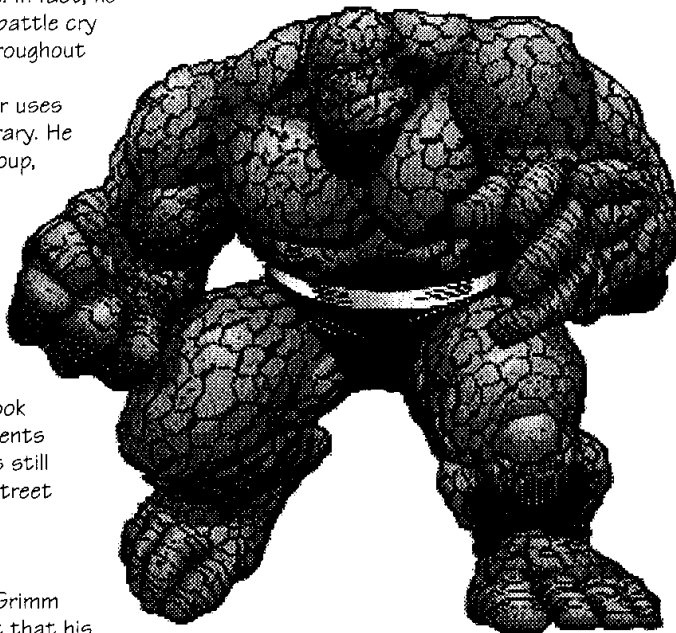
That's not to say that Ben never uses his head, however—quite the contrary. He is often a voice of reason in the group, albeit a somewhat cynical kind of reason. Ben's biggest problem is that he thinks he's a monster and feels that he can never lead a normal life as long as he's made of rock. Most of the time Ben treats his situation with good humor, but when he gets depressed, everybody had better look out. Ben is respected by his opponents and loved by his teammates, but is still an object of ridicule in the Yancy Street neighborhood where he grew up.

HISTORY

Holding to a college promise, Ben Grimm piloted an experimental spacecraft that his

friend Reed Richards had created on its first test flight into space. Along for the ride were Reed, his fiancée Susan Storm, and Sue's brother Johnny. Ben's preflight fears proved prophetic when cosmic rays bombarded the ship. The exposure to these rays granted the four humans amazing powers, but robbed Ben of his human appearance in the process. He became a rocky-skinned, super-strong monster. Morosely taking the Thing as his heroic name, he joined the other three in founding the Fantastic Four.

Ben's acceptance of his inhuman appearance has come only after years of soul-searching, and even now he sometimes rails against his fate. His companions—especially Reed, who feels guilty about Ben's plight—have tried to help him deal with his transformation. The kindness and care of blind sculptress Alicia Masters, who was once his lady love, has also helped Ben cope with his condition.



2X Strength Intellect 6B

2 Edge ★ Hand Size 4(25)

2X Agility Willpower 11A

AGATHA HARKNESS

SKILLS

Occult (I), Psychiatry (I); Animal Handling (W), Meditation (W), Mesmerism (W), Observation (W)

POWERS

Magic (W) 11

CALLING: Guardian (Children, particularly Franklin Richards)

PERSONALITY: Agatha is warm, caring, and mysterious. She pretends to be much less than she is, never showing her hand if she can help it.

HISTORY

Soon after Sue and Reed Richards became parents, they realized that they needed a fulltime nanny to care for their son Franklin while they were off saving the world and bettering humanity's lot. They sought out Agatha Harkness, whom they knew had supernatural powers, in the hope that she could both handle the precocious child and protect him from superpowered threats. Agatha gladly came out of retirement to accept a position with the world-famous Fantastic Four. She and her cat Ebony watched over young Franklin faithfully, sometimes in the FF's headquarters and sometimes at her home.

What the Richards family did not know was that Agatha was also a very powerful witch and a master of magic. The super hero parents could not have made a better choice of nanny, since Agatha's powers allowed her to protect the child better than anyone else could. However, those same powers also allowed her to perceive the latent mutant power that exists within Franklin.

Agatha cared a great deal for Franklin and the Fantastic Four, but she was worried about the child's enormous potential for power. She knew that he could well harm his own family—and maybe even the entire world—if his mutant abilities were not properly harnessed. It was for this reason that she actually helped Nathaniel Richards kidnap Franklin and spirit him off to another dimension, where his grandfather could raise him safely. While this did not go over well



with Sue and Richard, Agatha knew that it was for the best.

Ebony: Strength 1X, Agility 5X, Intellect 5X, Willpower 3X, Edge 0, Health 10. Animal Form (Panther), Claws +1, Magic 4, Teeth +1. Calling: Protector. In Panther form: Strength 7X, Agility 10X, Intellect 1X, Willpower 1D, Edge 0, Health 25. Tracking. Claws +2, Lightning Speed 2, Teeth +2.. Calling: Demolisher.

3X Strength Intellect 4C

2 Edge * Hand Size 4(25)

6X Agility Willpower 3D

SKILLS

Energy Control (I), Medicine (First Aid) (I); Politics (W)

POWERS

- *Air Control (I) 12
Air Shield, Downdraft, Flight, Tornado
- *Earth Control (I) 12
Dustcloud, Earthquake, Earth Animation, Entrapment
- *Fire Control (I) 12
Absorption, Heat Control, Updraft
- *Water Control (I) 12
Dehydration, Fog, Melting, Tsunami

***Limit:** Crystal can only use a single power for one hour, or multiple powers for 45 minutes, before she needs to rest.

CALLING: Guardian

HINDRANCE: Fatally Vulnerable to diseases of all sorts, and even mild toxins (including pollution of intensity 15+)

PERSONALITY: Crystal is a thoughtful, dutiful woman who balances superheroics with a child, a strained marriage, and occasional Inhuman royal family responsibilities. Crystal is always pleasant and supportive to her teammates. She can be very stubborn when it comes to important issues, but is also willing to listen to others.

HISTORY

Born to the royal family of Attilan, Crystal gained her powers from the Terrigen Mists as an infant, as do all Inhumans. Her childhood and adolescence were spent traveling with her parents, who had been ousted from their home by a civil war. On Earth, they found Crystal's sister, Medusa, working with the villainous team called the Frightful Four. The Fantastic Four soon appeared on the scene, and Crystal and Johnny Storm fell in love at first sight. The FF and the Inhumans clashed at first, but eventually reached an understanding after Medusa had returned to Attilan, where she eventually married Black Bolt, the king of the Inhumans. Crystal, however, spent a great deal of time with the Fantastic Four.

CRYSTAL (CRYSTAL AMAQUELIN MAXIMOFF)

When Sue took a leave of absence while pregnant with Franklin, Crystal took her place on the team. Like the rest of her kind, however, she had a weak immune system that rendered her susceptible to any illness or toxin. Although Reed Richards created a serum kept the symptoms at bay, the condition eventually forced her to leave the team and return to Attilan.

On her way back, Crystal discovered Pietro Maximoff (Quicksilver), beaten and nearly dead. She brought him with her to Attilan and nursed him back to health. The two fell in love, married, and had a daughter, Luna. Since then, however, the marriage has been rocky for several reasons, not the least of which is Quicksilver's unpredictable moodiness. The couple has separated repeatedly, and although Pietro has made great strides in overcoming his personal problems, the future of their relationship remains in doubt.

Crystal is very close to the mutated dog called Lockjaw, who is in turn fiercely loyal to her.

